

ABSTRAK

AMRI MUTTAQIIN: *Pengembangan Software Statistik Bolabasket. Tesis. Yogyakarta: Program Pascasarjana, Universitas Negeri Yogyakarta, 2015.*

Penelitian ini bertujuan untuk menghasilkan sebuah *software* statistik bolabasket, untuk mengoptimalkan pencatatan statistik di pertandingan bolabasket. *software* statistik bolabasket yang dikembangkan diharapkan dapat digunakan oleh ahli statistik olahraga sebagai salah satu *software* statistik bolabasket yang baik dan efektif.

Penelitian ini merupakan penelitian dan pengembangan (*research and development*) dengan beberapa tahapan yaitu analisis produk, mendesain draf produk awal, pengembangan, validasi ahli, revisi tahap I, uji coba skala kecil, revisi tahap II, uji coba skala besar dan revisi tahap III (revisi terakhir). Subjek uji coba produk adalah anggota dan pengurus Perbasi Gunungkidul. Subjek uji coba penelitian ini terdiri dari 4 subjek pada uji coba skala kecil dan 8 subjek pada uji coba skala besar. Data yang dikumpulkan adalah data ahli materi, data ahli media, dan data subjek. Instrumen pengumpulan data berupa instrumen evaluasi produk untuk ahli materi, ahli media, dan subyek. Analisis data menggunakan analisis deskriptif.

Hasil penelitian menunjukkan bahwa kelayakan produk pada aspek terapan diperoleh skor 4,29 (kategori sangat baik), aspek materi diperoleh skor 4,30 (kategori sangat baik), aspek tampilan diperoleh skor 4,43 (kategori sangat baik), dan aspek kualitas teknis diperoleh skor 4,22 (kategori sangat baik). Mengacu pada hasil penilaian pada aspek terapan, aspek materi, aspek tampilan dan aspek kualitas teknis dengan kategori sangat baik, dapat disimpulkan bahwa produk *software* statistik bolabasket dinilai baik dan efektif. Sehingga *software* statistik bolabasket yang dikembangkan layak untuk digunakan.

Kata Kunci: *Software*, Statistik, Bolabasket.

ABSTRACT

AMRI MUTTAQIIN: *Developing Software of Basketball Statistics. Thesis.*
Yogyakarta: Graduate School, Yogyakarta State University, 2015.

This study aim to produce a software of basketball statistics, in order to optimize statistic recorded in the basketball games. Basketball statistics software developed is expected to be used by sports statistician as a form of good and effective basketball statistics software.

This was a research and a development study employing several stages, i.e. product analyzing, designing first draft of product, developing, experts validation, revision for first stage, tryout in small scale, revision for second stage, tryout in big scale, and revision for third stage (the last revision). The product tryout subjects were members and caretakers of Perbasi Gunungkidul. The tryout subjects in this study consisted of 4 subjects in the small scale tryout and 8 subjects in the big scale tryout. The collected data were those from the material expert, media expert, and subjects. The data collecting instruments were product evaluation instruments for the material expert, media expert, and subjects. The data were analyzed using the descriptive technique.

The results of research shows the appropriateness of the product in the applied aspect gets a score 4,29 (in the very good category), in the material aspect it gets a score 4,30 (in the very good category), in the display aspect it gets a score 4,43 (in the very good category), and in the technical quality aspect it gets a score 4,22 (in the very good category). Base on the evaluation results in the applied aspect, material aspect, display aspect, and technical quality aspect which is in the very good category, it could be concluded that the software of basketball statistics is considered good and effective. Thus, the basketball statistics software developed is feasible for use.

Kata Kunci: *Software, Statistics, Basketball.*